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CLAIMS

1.   A method of transmitting data including an audio stream to a network audio stream receiver across a network connection thereto, the method including providing the receiver with a hardware address that can be read across the network connection and the method further including reading the address prior to and/or during transmission of the data and tailoring the data according to the address.

2.   A method of transmitting data according to claim 1 in which the tailoring includes one or more of the following: blocking the transmission of the data to a particular receiver; modifying the data such that it is specific to one or more receivers; tailoring of addresses that are sent to the receiver; tailoring the audio stream; tailoring of the audio stream dependent upon a profile associated with the hardware address; tailoring the audio stream dependent upon a user profile associated with the hardware address.

3.   A method of transmitting data according to claim 1 or claim 2 in which the hardware address is unique to the receiver.

4.   A method of transmitting data according to claim 1 or 2 in which a plurality of receivers are provided with the same address.

5.   A method of transmitting data according to any preceding claim which provides Internet radio.

6.   A method of transmitting data according to any preceding claim in which the data is transmitted using RTSP (Real Time Stream Protocol).

7.   A method of transmitting data according to any preceding claim in which the hardware address is provided by one or more of the following: ROM (Read Only Memory); E²PROM (Electrically Erasable Programmable Read Only Memory); DIP switches; fusible links.

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8.   A method of transmitting data according to any preceding claim which comprises transmitting data to receivers having predetermined hardware addresses.

10   9.   A method of transmitting data according to any preceding claim which comprises providing a user of the receiver with at least one menu from which a selection may be made allowing the user to control the receiver.

15   10.   A method of transmitting data according to claim 9 in which the or each menu is displayed on a display of the receiver and/or announced by a speaker of the receiver.

11.   A method of transmitting data according to claim 9 or claim 10 in 20   which the or each menu is of a circular nature such that a user can scroll past the end of a menu and be returned to the start of the menu.

12.   A method of transmitting data according to any of claims 9 to 11 which comprises providing a sub menu when a user selects an option for a 25   menu.

13.   A method of transmitting data according to any preceding claim which causes a data stream to be transmitted to a group of receivers.

14.   A method of transmitting data according to claim 13 in which the data stream provides an audio stream, which may be a radio show, to the group of receivers.

5   15.   A method of transmitting data according to any preceding claim which forwards user and/or address profile information to a transmitter of the audio stream.

16.   A network audio stream receiver having a transceiver arranged to
10   send and/or receive data from a network connection thereto, a processor arranged to process data, a digital to analogue converter (DAC) and a hardware address, the receiver being arranged such that the processor processes data received by the transceiver and causes the DAC to generate an audio signal therefrom, and the receiver being arranged such
15   that the hardware address can be transmitted by the transceiver.

17.   A network audio stream receiver according to claim 16 which provides an Internet radio receiver.

20   18.   A network audio stream receiver according to claim 16 or claim 17 which comprises a means for communicating with a wireless network.

19.   A network audio stream receiver according to any of claims 16 to 18 which comprises a display arranged to provide a user with feedback as
25   to the functioning of the device.

20.   A network audio stream receiver according to claim 19 which comprises a selector arranged to allow a user to select information displayed on the display.

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21. A network audio stream receiver according to claim 20 in which the selector comprises a rotary selector and/or an integral or a separate push button.

5   22. A network audio stream receiver according to any of claims 16 to 21 in which the hardware address is provided by one or more of the following: a non-volatile memory; DIP switches; fusible links.

23. A network audio stream receiver according to any of claims 16 to 10   22 in which the receiver is powered by one or more of the following: battery power, mains power, solar power, wind up power.

24. A system comprising a receiver according to any of claims 16 to 23 connected to a second network and being arranged to provide data to the 15   receiver such that the receiver can procure sound from the data.

25. A system according to claim 24 in which the second network is wireless.

20   26. A server comprising a processor and a network transceiver, the transceiver being arranged to send and receive data from a network connection to the server, the data received from the network including an address of a receiver to which data providing an audio stream should be sent, the processor being arranged to receive the address and tailor the 25   data prior to transmission to the receiver.

27. A system comprising a receiver according to any of claims 17 to 24 connected to a server of claim 26 via a network connection.

30   28. A system according to claim 27 in which the network connection includes an Internet connection.

29.   A system according to claim 28 in which at least a portion of the Internet connection comprises a wireless network connection.

5   30.   A machine readable data carrier containing instructions which when read onto a receiver and/or computer cause that receiver and/or computer to perform the method of claims 1 to 15.

31.   A machine readable medium containing instructions which when 10   read onto a receiver cause that receiver to function as the receiver of claims 16 to 23.

32.   A machine readable medium containing instructions which when read onto a computer cause that computer to provide a portion of the 15   system of claim 24.

33.   A machine readable medium containing instructions which when read onto a server cause that server to function according to the server of claim 26.

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34.   A program arranged to cause a server to send and receive data to and/or from a network connection to the server, the data received from the network including an address of a receiver to which data providing an audio stream should be sent, the program being arranged to receive the 25   address and tailor the data prior to transmission to the receiver

35.   A machine readable medium containing instructions providing the program of claim 34.

30   36.   A network audio stream receiver program arranged to send and/or receive data from a network connection to the receiver the program being

arranged to access a hardware address of the receiver and transmit said address across the network connection.

37. A program according to claim 36 which receives a data stream from the network connection, process that data stream and generates a audio signal therefrom, which may be a radio program.

38. A method of receiving data on a network audio stream receiver comprising providing the receiver with an interface means allowing a user to access the receiver across at least one network connection thereto, the receiver being arranged to hold meta-data that governs how data is received thereby and the method further comprising allowing a user to use the access means in order to edit and/or add to the meta-data.

39. A method according to claim 38 in which the interface means comprises a browser interface arranged to generate a web page when accessed using a web browser across the at least one network connection

40. A method according to claim 38 to 39 in which the interface means is accessible across a first network.

41. A method according to any of claims 38 to 40 in which the interface means is accessible across a second network.

42. A method according to claim 41 on which the second network compromises one of: a WIFI network, a Bluetooth network, an Ethernet connection, a USB connection.

43. A method according to any of claims 38 to 42 in which the meta-data provided on the receiver includes any one or more of the following: the URL from which a predetermined audio stream may be obtained; a

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stream genre associated with that predetermined stream; stream or station name; website URL; country location, state location; city location, a user profile including any one or more of the following: age, sex, country of location, city of location, email address, telephone number.

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44.   A method according to any of claims 38 to 43 which includes providing the receiver with a plurality of identities each associated with at least one user and arranged to allow the user to store settings associated with that identity.

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45.   A network audio stream receiver having a transceiver arranged to send and/or receive data from a network connection thereto, a processor arranged to process data, a digital to analogue converter (DAC) and a memory arranged to store meta-data, the receiver being arranged such that the processor processes data received by the transceiver and causes the DAC to generate an audio signal therefrom, and the receiver being arranged such that remote access can be gained via the transceiver to the memory and further arranged to allow such access to edit the met-data held on the memory.

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46.   A network receiver according to claim 45 which comprises at least a portion of non-volatile memory.

47.   A system comprising a receiver according to claim 45 or 46 connected to a second, wireless, network, the wireless network being arranged to provide data to the receiver such that the receiver can produce sound from the data.

48.   A machine readable medium containing instructions which when read by a machine cause that machine to perform the method of any of claims 38 to 44.

49.   A machine readable medium containing instructions which when read by a receiver cause that receiver to function as a receiver according to claim 45 of the invention.

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50.   A network audio stream receiver program which causes a transceiver to send and/or receive data from a network connection thereto, processes data received from the network connection and accesses a memory to read/write meta-data thereto wherein the program allows

10   remote access to the meta-data via the transceiver such the meta-data within the memory may be edited.

51. A program according to claim 50 which receives a data stream from the network connection, process that data stream and generates a audio

15   signal therefrom, which may be a radio program

52.   A machine readable medium containing instructions which provides the program of claim 50 or 51.

20   53.   A method of transmitting data substantially as described herein and as illustrated in the accompanying figures.

54.   A network audio stream receiver substantially as described herein and as illustrated in the accompanying figures.

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55.   A system comprising a network audio stream receiver substantially as described herein and as illustrated in the accompanying figures.

56.   A method of receiving data substantially as described herein and as

30   illustrated in the accompanying figures